FaceAge® 1.1

With BumpMap

User's Manual

www.pantomat.com; www.abalonellc.com,
support@pantomat.com; info@ablonellc.com

Pantomat Ltd/Abalone LLC.

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P0200767 - METHOD OF PRODUCING THREE-DIMENSIONAL MODEL OF A HUMAN HEAD ON THE BASIS OF A TWO-DIMENSIONAL PICTURE – HPO-2002, PANTOMAT, Lorant Szabo

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Pantomat Ltd.
Pantomat Ltd
H-1143 Bp., Zászlós utca 54
HungaryWeb: www.pantomat.com
E-mail: info@pantomat.com

Abalone LLC
190 Arbor Lane,
Moss Beach CA 94038
USA
Web: www.abalonellc.com
E-mail: info@abalonellc.com

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The manual and illustrations were made using the Microsoft Word and the FaceAge programs.

Introduction

Add age, weight, Asian or African features to any face.

FaceAge is the individual and patented product of Pantomat and Abalone LLC. The program adds age, weight, Asian or African features to 3D models and faces.

Splash screen of FaceAge 1.1

About the manual

Chapter 1 shows how to install and start FaceAge.

Chapter 2 shows how to place important dots on a face.

Chapter 3 shows FaceAge used together with FaceShop

Chapter 4 shows FaceAge as Standalone

Chapter 5 shows the use of BumpMap

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System requirements

Required hardware

FaceAge runs with the following minimal hardware:

A Windows-based personal computer or laptop with the following minimal requirements:

Pentium 4 at least 1.3 GHz (2 GHz dual core or faster recommended)
Windows 2K (XP or Vista recommended)
1 GB RAM min (2GB recommended)
100MB free hard drive space for installation
(200 MB recommended)
OpenGL 1.3 compatible graphics card with at
least 128 MB RAM
(Hardware accelerated OpenGL 2.2, or higher, compatible recommended with 512MB RAM)

Needed system software

FaceAge runs under the following system softwares:

Windows XP and Windows VISTA operating systems.

To read pdf manuals Adobe Acrobat is recommended

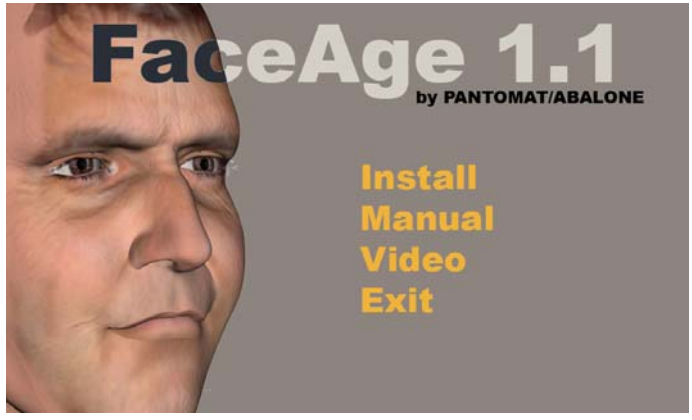
To watch "How-to" videos Windows Media player is recommended

This is a 32-bit application.

1 FaceAge Installation

This chapter shows how to install and start FaceAge.
It will help you to familiarize yourself with the components of FaceAge.

1. FaceAge is delivered with an installer



2. Double click on the "Installer" icon. The installation program starts within seconds. If you downloaded an electronic version of FaceAge, you must "unzip" the file.
3. Follow the instructions appearing on the screen.
4. When the installation finished, click on the Finish button.
5. Once the installation finished, remove CD from the driver.

FaceAge software is ready to operate. If you install it as a DAZ Studio 3.0+ plugin, a "Start FaceAge" item will appear under the DAZ Studio Edit menu.
If you install FaceAge as a standalone, a FaceAge icon will be placed on your desktop.

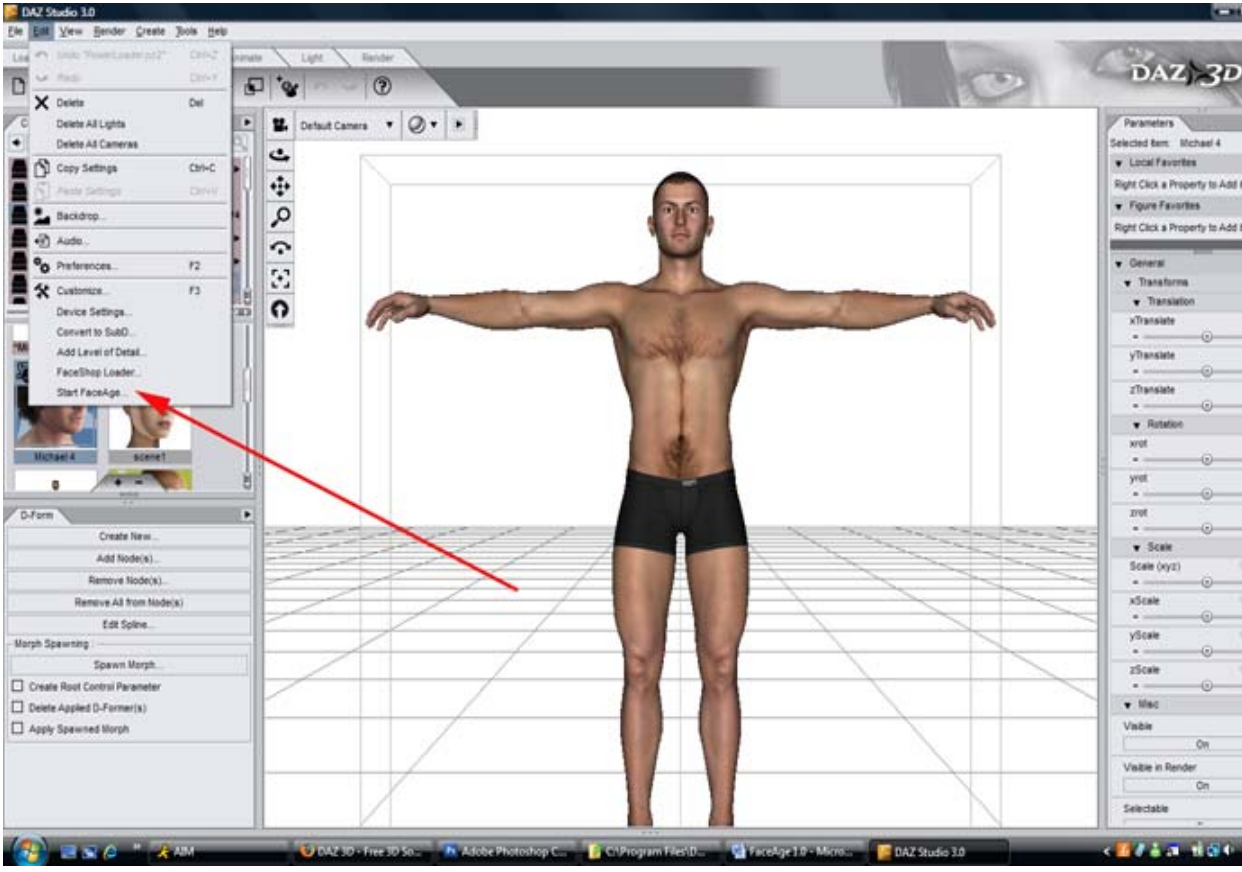
Manual install:

FaceAge consists of the following "parts":

1. Place FaceAge.exe in DAZ Studio/bin folder
2. Place "dzfaceageloader.dll" into the DAZ Studio/plugins folder.

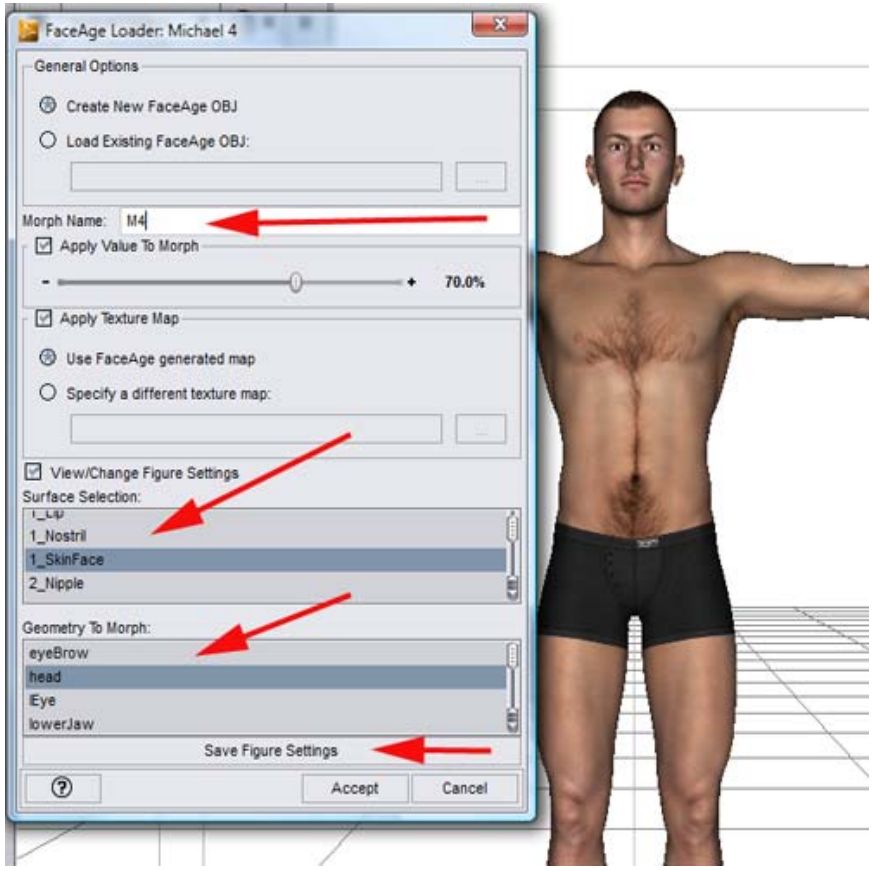
Starting FaceAge

1. Start DAZ Studio 3.0+
2. Place a human figure (V4, M4, M3, Simon, etc.) on stage
3. Launch FaceAge by clicking on the Edit menu



Launching FaceAge

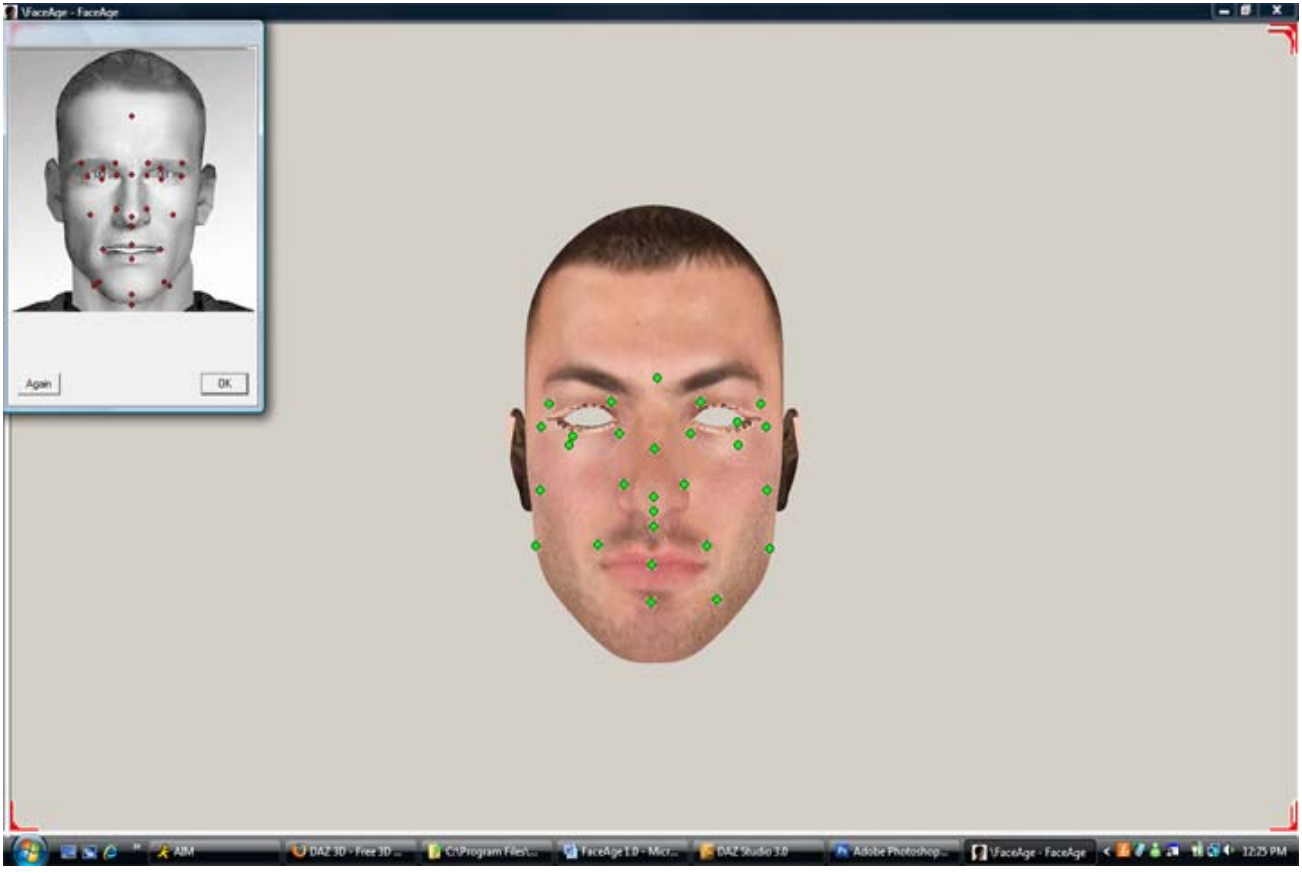
The following dialog will appear:



1. Enter a name for your initial change, such as “M4Age”
2. If you use this figure the first time, you need to select a surface, such as 1.Skinface.
3. If you use this figure the first time, you need to select a Geometry, such as “head”
4. Save your selection in “Save Figure Settings” This way in the future you don’t have to repeat these selections.
5. Click “Accept”..

2 Operation

1. After a few moments of empty gray screen, you will see the following:

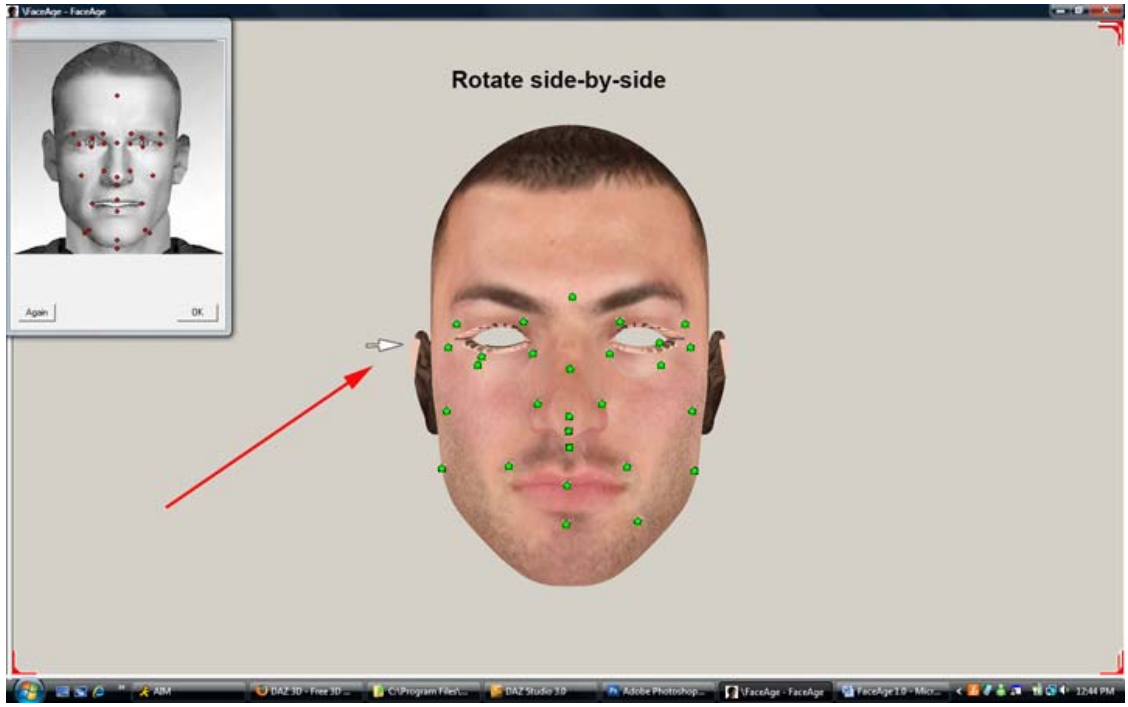


3. You will see in the middle of the screen the head with numerous green dots and the guide screen in the upper right corner.
4. Your task is to move all the green dots into position as shown on the guide

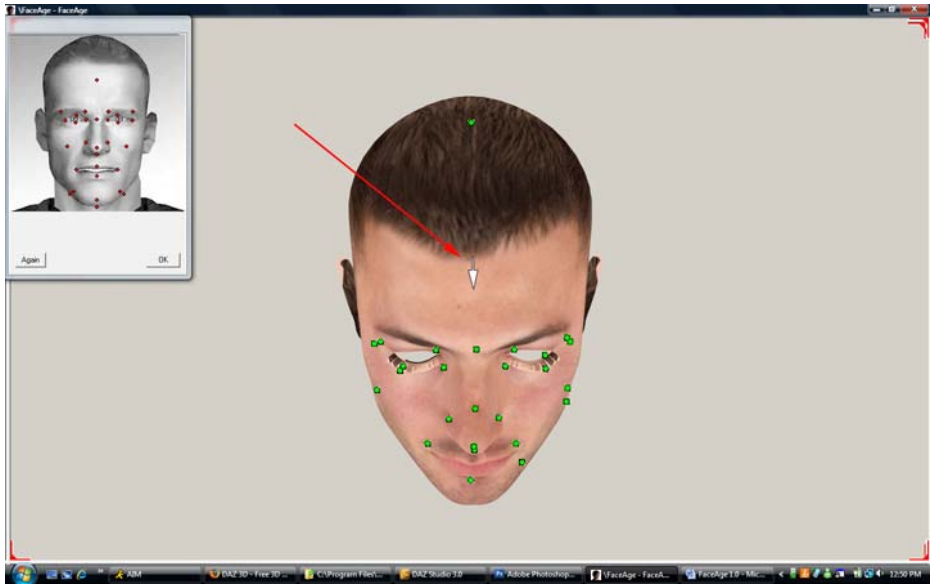
NOTE: THIS IS A VERY IMPORTANT TASK. IF GREEN DOTS ARE PLACED WRONGLY, THE OUTCOME OF THE OPERATION WILL BE EITHER LOOPSIDED OR NOT PLEASING!

In order to place the dots, you need to learn how to rotate the head up/down, side-to-side and clockwise/counter clockwise. Also learn how to zoom in/out.

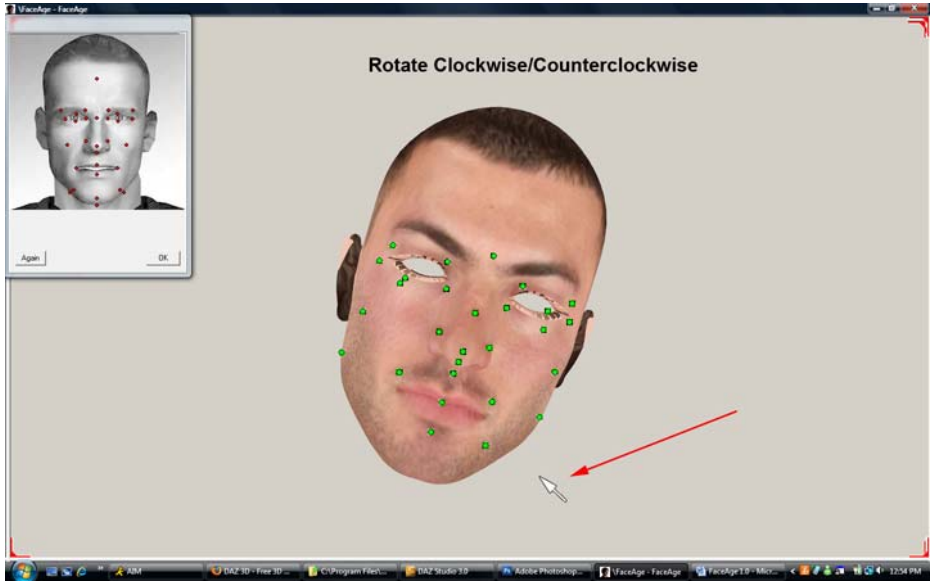
1. Zoom in and out (use the middle button or wheel on your mouse).
2. Rotate side-by-side: place the cursor next to the ear (as shown and move the mouse left or right).



3. Rotate up/down. Place the cursor in the middle of the forehead (as shown) and move the cursor up or down.



3. Rotate Clockwise/Counterclockwise. Place cursor on outside the head (diagonally as shown) and move cursor up or down.

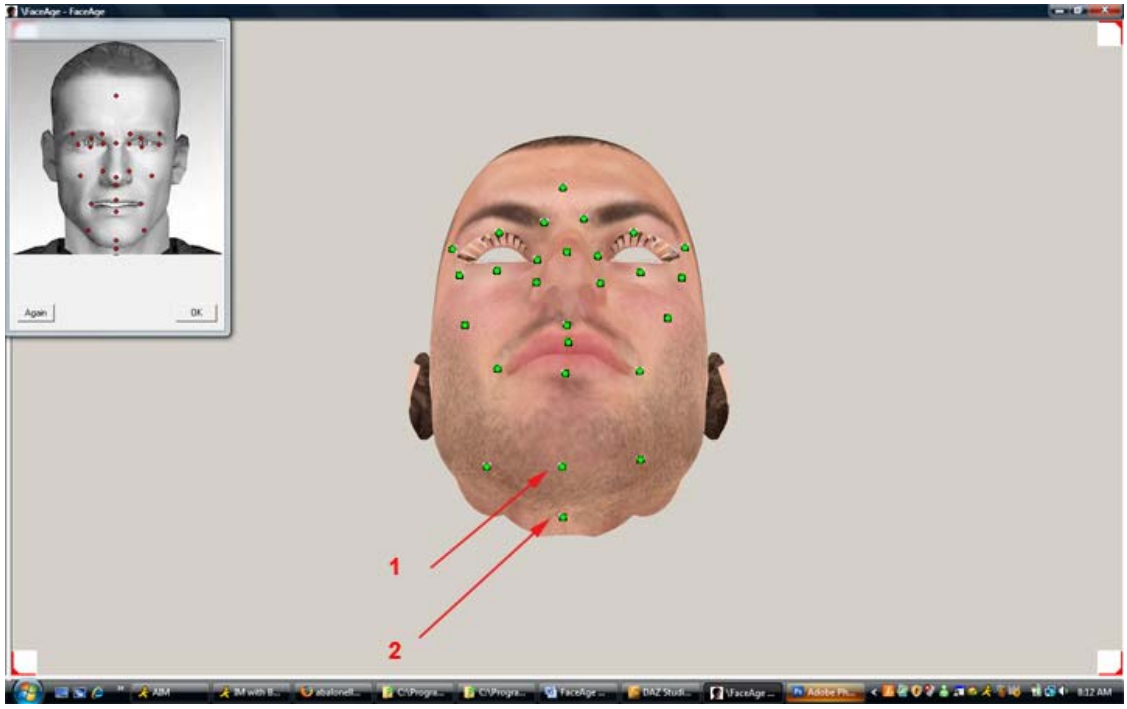


Now to the task of placing the dots right

Placing the "Chin" dots

There are three pairs of dots for the chin. The upper dots (1) should sit just above the jaw-line. The lower dot should be placed on the neck not too far away as shown (2).

NOTE: NOTICE THAT AS YOU CLICK AND DRAG ON A POINT, THE CORRESPONDING DOT WILL TURN BLUE ON THE GUIDE. THIS IS IMPORANT AS IT TELLS YOU WHICH DOT YOU ARE MOVING!

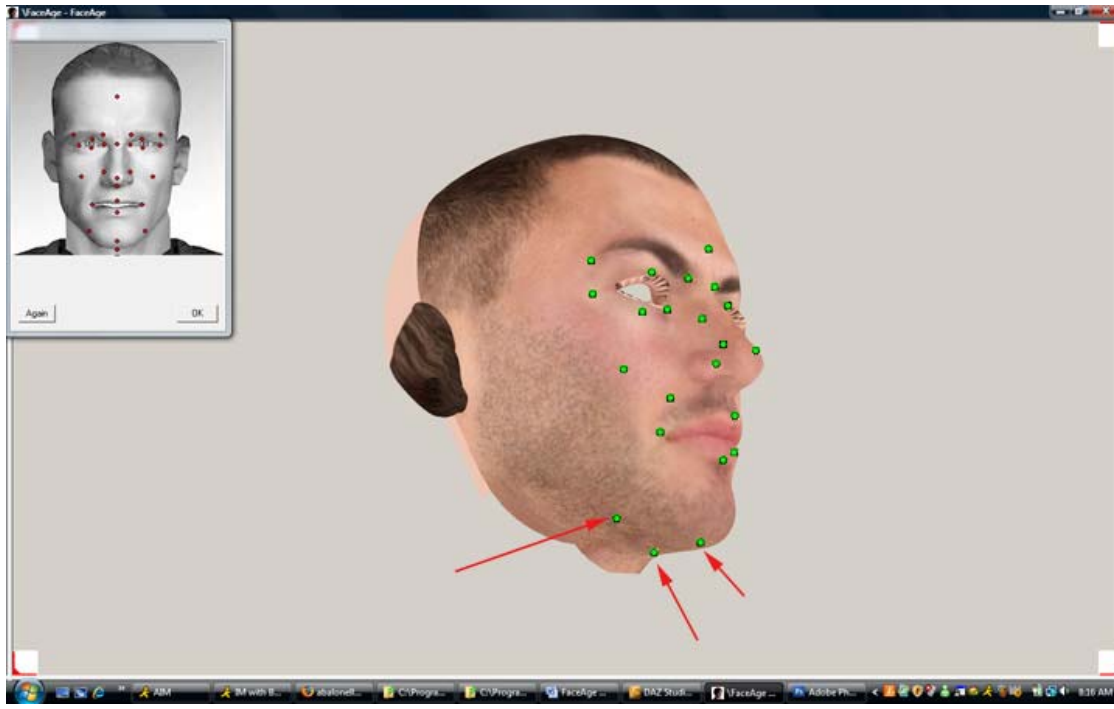


Why is it important?

As we manipulate the Age, Weight, etc. sliders in the next screen, these dots move distinct areas of the face. For example at the "Age" slider, they imitate the natural aging (gravitational) process by softening the jawline and moving the cheeks downward.

Experiment the different placement of these dots to see how they affect the aging morphs!

NOTE: SOMETIME NOT ALL DOTS ARE VISIBLE OR MAY DISSAPPEAR (ON THE OTHER SIDE OF THE HEAD). IF YOU MISS A POINT, ROTATE THE HEAD AROUND TO FIND IT AND MOVE IT GRADUALLY BACK IN PLACE.



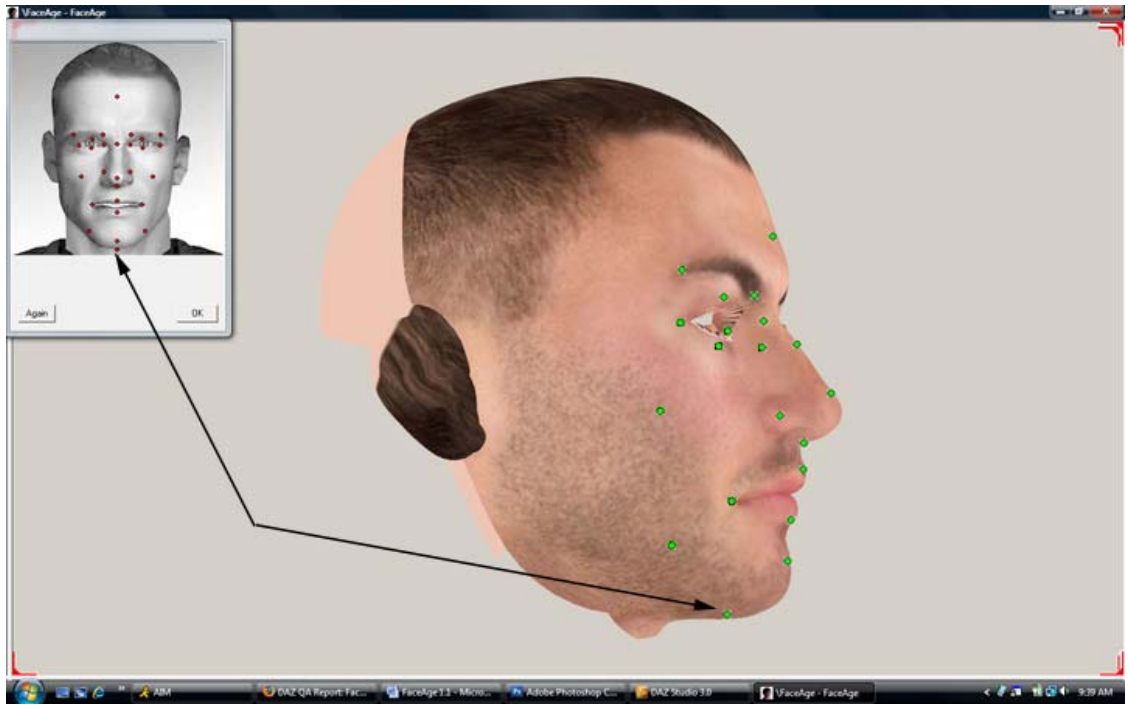
The same chin dots shown from the side.

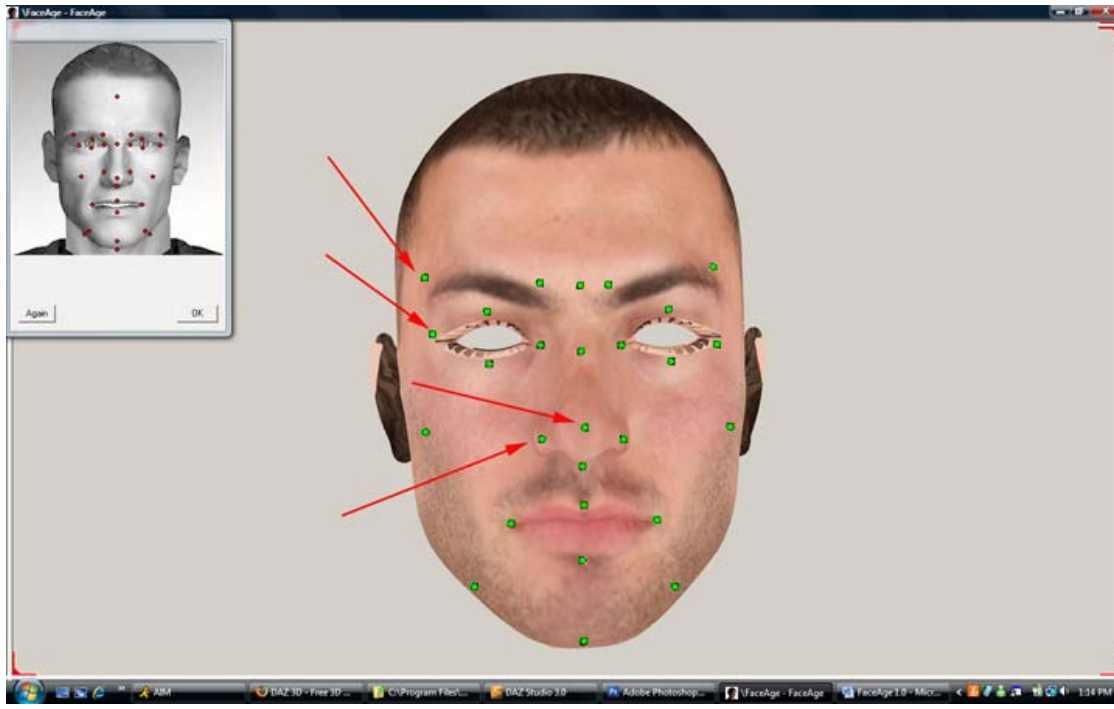
Placing dots on nose, eyes.

NOTE: MANY CHARCTERS HAVE EYEBROWS AND EYELASHES. 3D DOTS MAY DISSAPPEAR BEHIND THESE ELEMENTS. SMART THING IS TO BE SLIGHTLY OUTSIDE THE EYELASHES AND EYEBROW WHEN PLACING THESE DOTS.

HINT: WHEN PLACING THE LOWER NECK DOT, DO NOT GO TO CLOSE TO THE BOTTOM OF NECK. THIS MAY CAUSE MISALIGNMENT OR STEP WITH THE REST OF THE BODY.

Place lower neck dot as shown here:





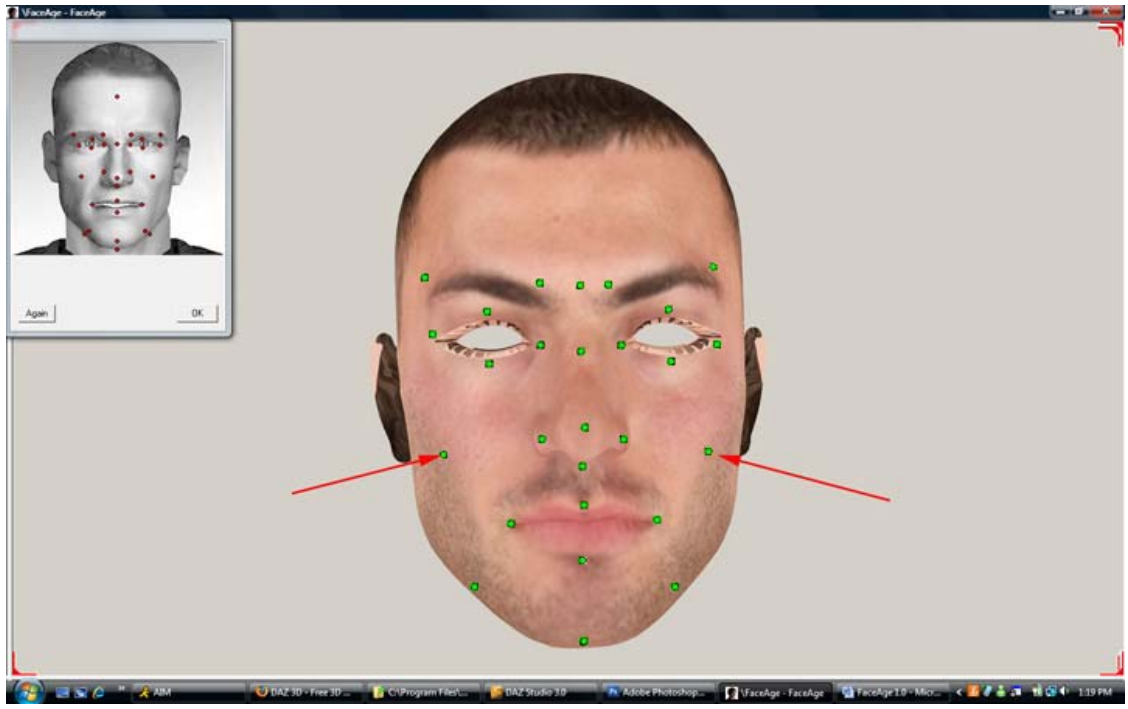
Placing dots on the Nose

The "tip of the nose" dot moves the tip up and down.

NOTE: IN ORDER TO MOVE AS MUCH OF THE TIP AS POSSIBLE, IT IS SMART TO PLACE THIS DOT IN THE GEOMETRICAL MIDDLE OF THE TIP.

Placing dots on the Cheek

You may experiment with the right place for these two dots. For example, when going to do the "Weight" slider, the dots maybe further down then in the "Age" slider.



Possible placement of the cheek dots.

Step. 2

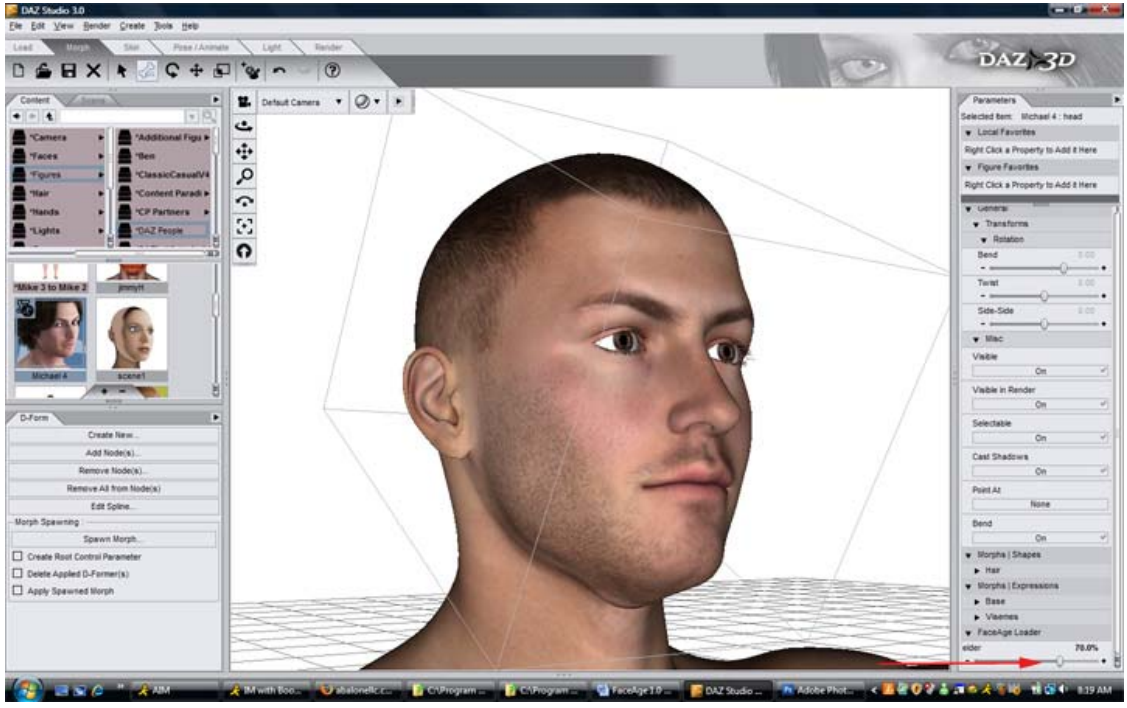
When you feel that all the dots are in the right place, simply click “OK”.
The next screen with sliders will appear.

1. Move the first slider "Weight" to the right. (You can move the slider to the left, too, in which case the opposite will happen, the head may get "younger".)
2. Click "OK".
3. The result may look like this:

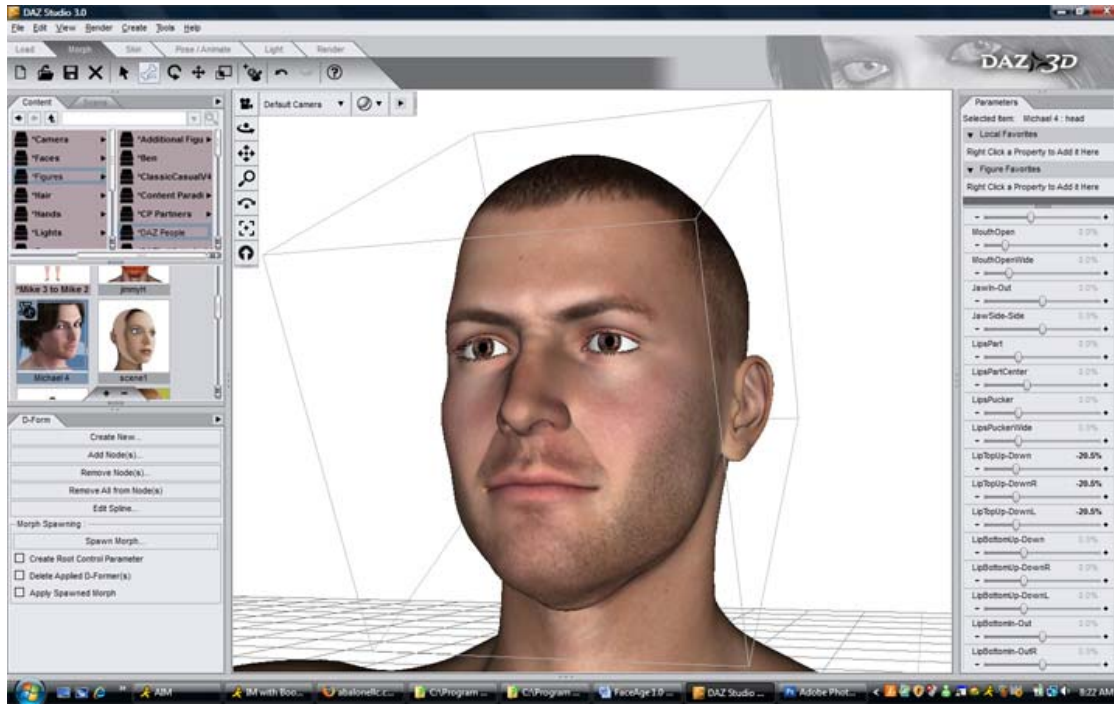
Age result.

Same viewed from the side:

4. When you click "OK, FaceAge closes and will apply 70% of the morph to the figure.

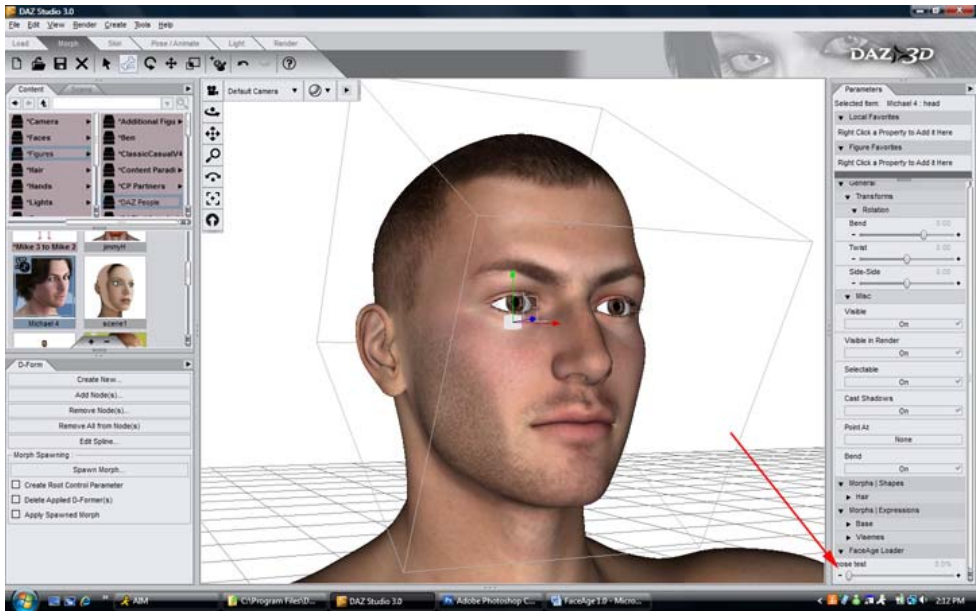


5. You can further enhance the morph with some additional dial spinning. Here we applied nose wrinkle, lip down, crease cheek, etc.)



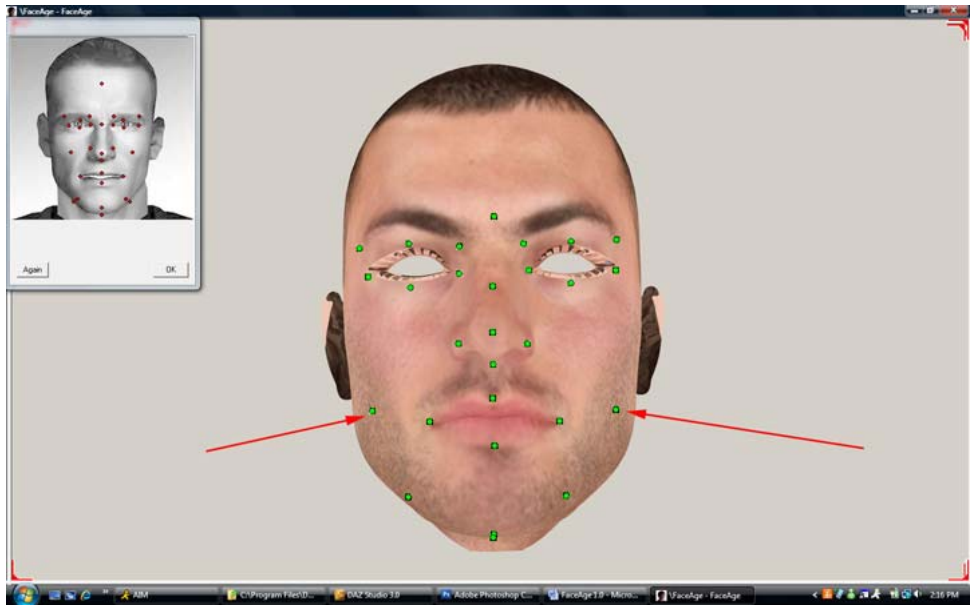
NOTE: IT IS A GOOD IDEA TO MAKE ONLY ONE MORPH AT THE TIME. (SUCH AS AGE) AND NOT MANY AT THE SAME TIME (SUCH AS AGE + WEIGHT). BY KEEPING MORPHS SEPARATE YOU CAN LATER MIX AND MATCH.

You can add BumpMap (see Chapter 5 – Add BumpMap)



Next Morph

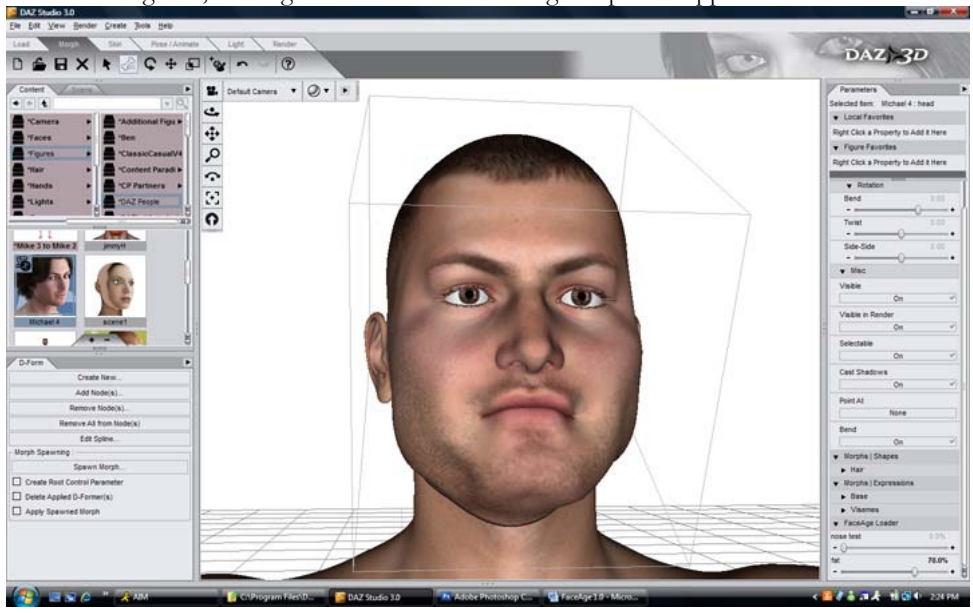
1. Click on “Start FaceAge “ again.
2. Name the new morph differently, like “Fat”
3. Notice that I placed the “cheek” dots lower to give more of a fatface appearance



The resulting morph:

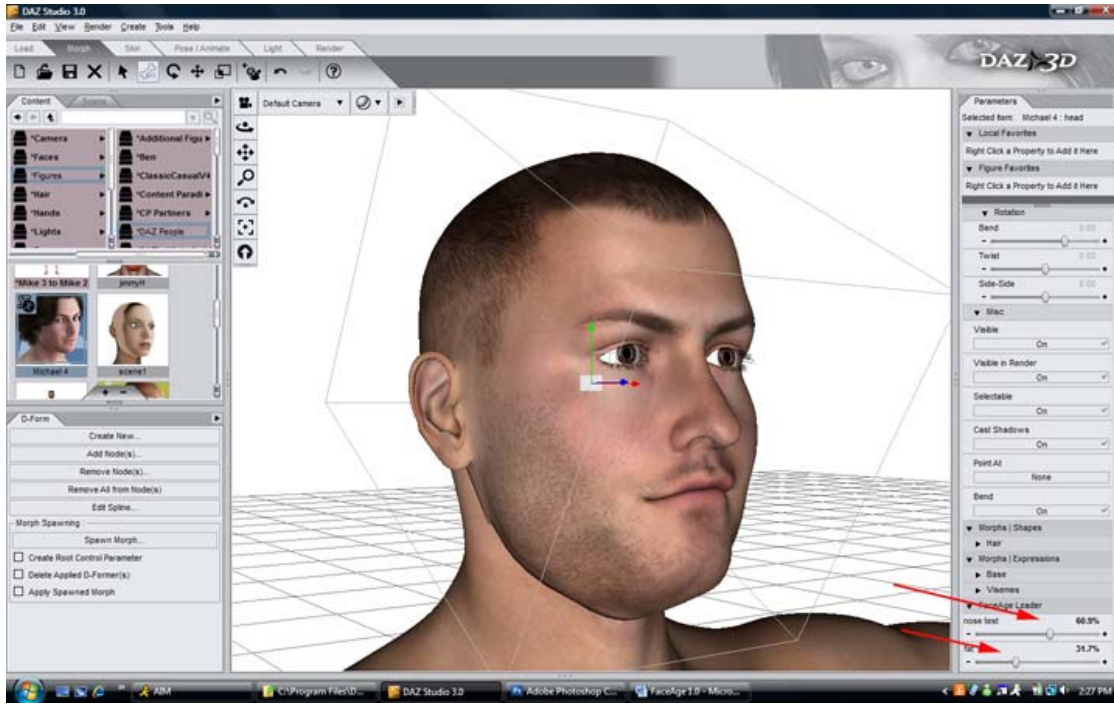
From the side:

When clicking OK, FaceAge closes and the resulting morph will appear in DAZ Studio.



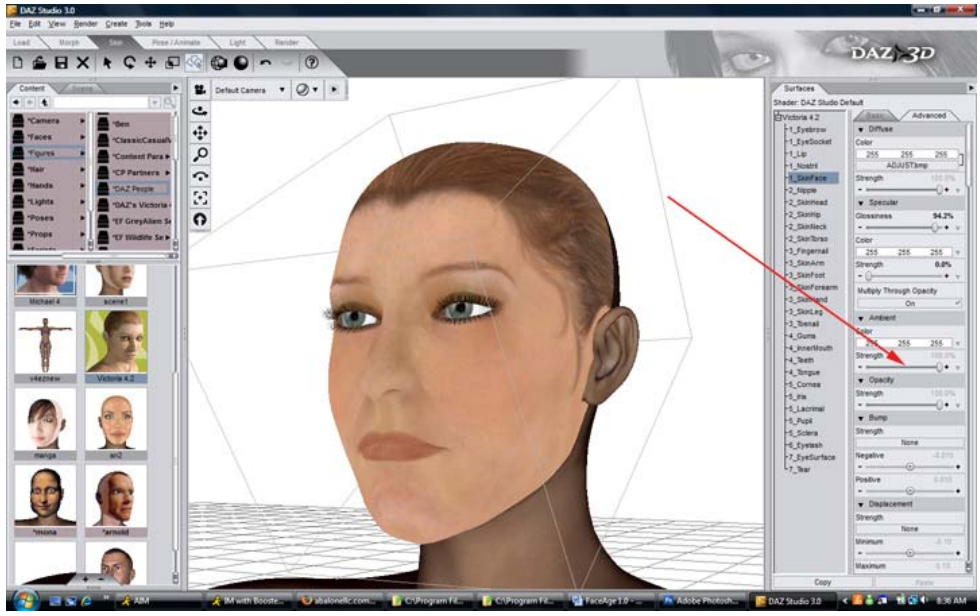
Step. 4 Mix and Match

Now we can apply various degrees of the "Old" and "Fat" to get the morph we like best:

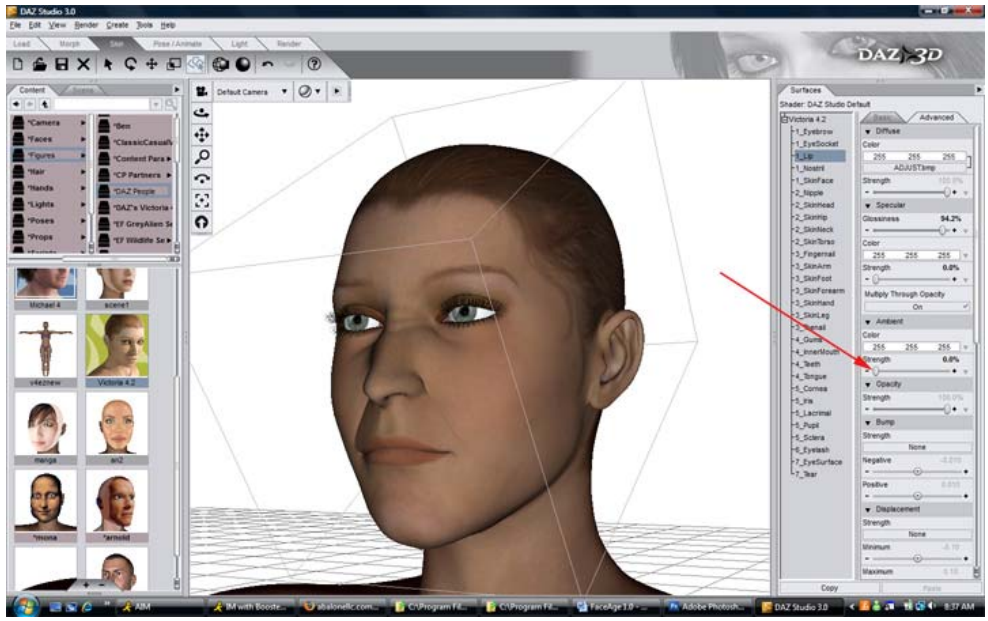


NOTE: WITH SOME FIGURES SUCH AS V4, YOU MAY NEED TO MANUALLY READJUST THE AMBIENT STRENGHT (SKIN/SURFACES/ADVANCED) TO ZERO. Diffuse color, Ambient color and Ambient intensity all change, please readjust.

Before adjustment:



After adjustment

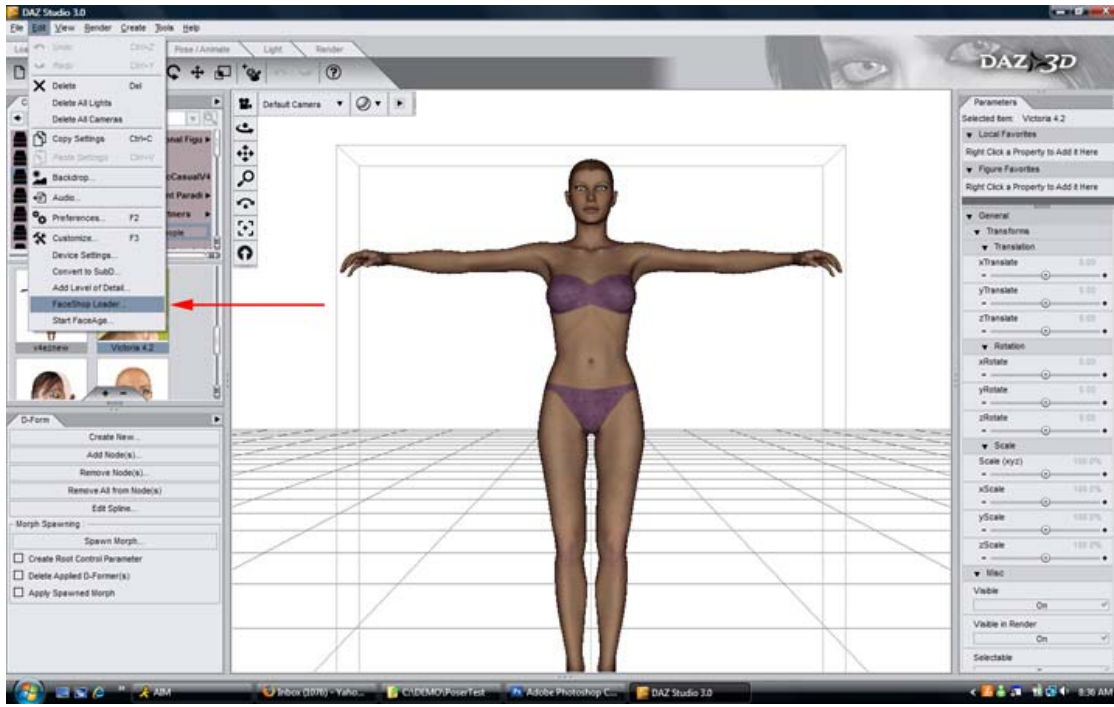


3 Using FaceAge with FaceShop

You can use both FaceShop and FaceAge when you have both plugins installed.

First do your FaceShop work.

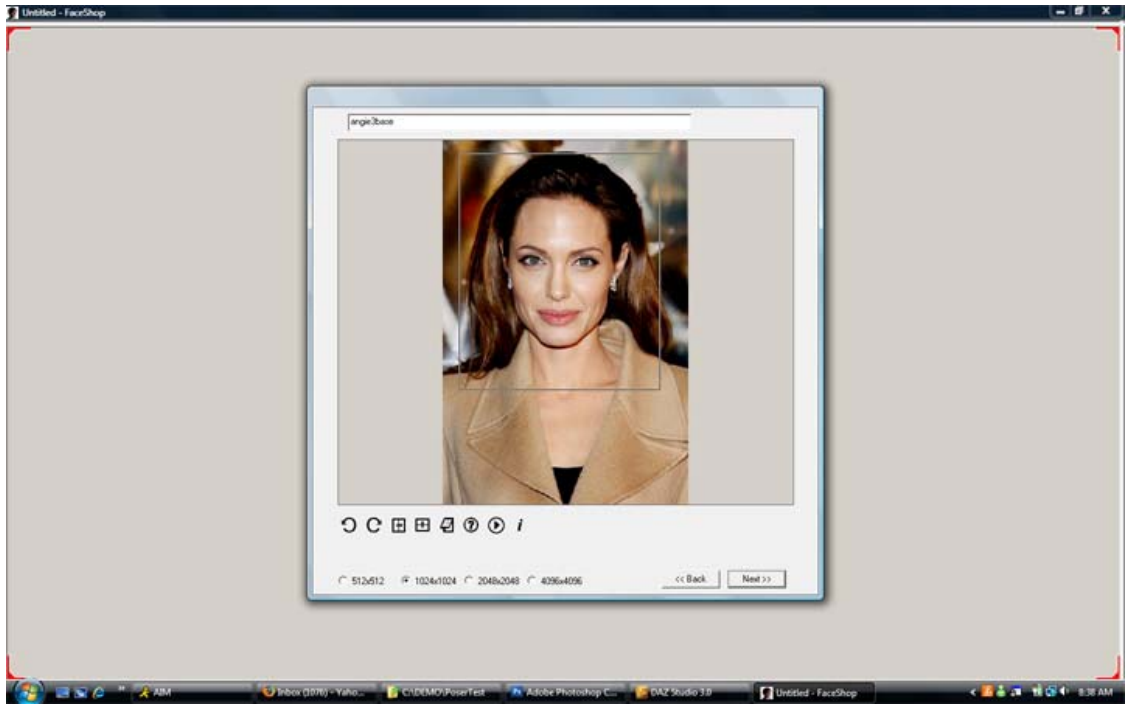
1. Place a figure on stage (for example V4)



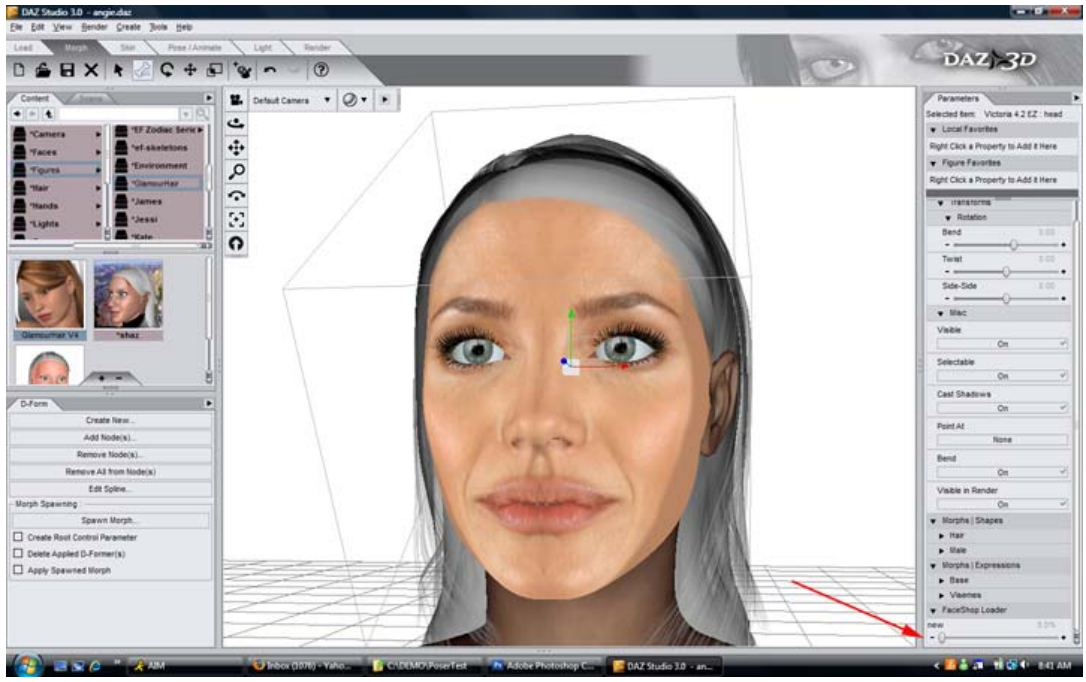
2. Open FaceShop (under the "Edit" menu)

3. Name your file (for example "Angie")

4. Proceed with FaceShop. Instructions on FaceShop as a DAZ Studio plugin can be read/seen at http://abalonellc.com/faceshop-41-win-0410.html

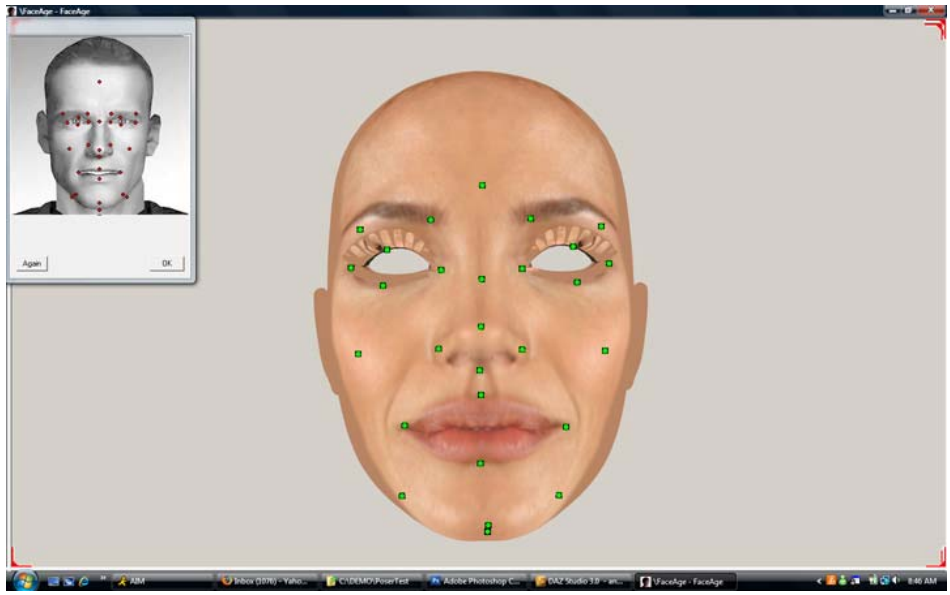


Once you finished with FaceShop, you will be back in DAZ Studio. Your figure will look something like this:

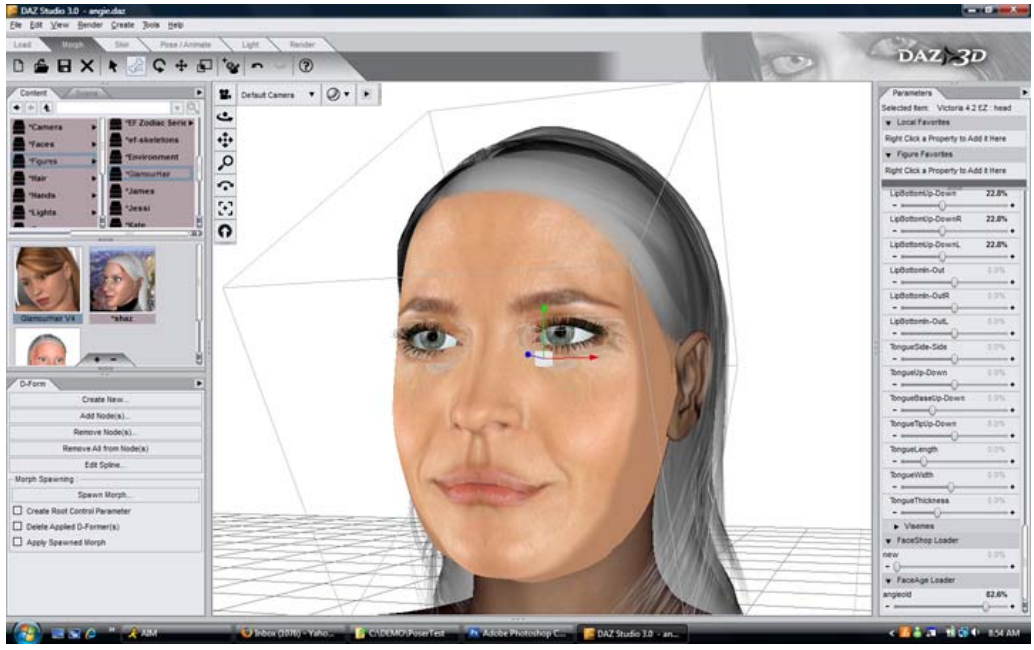


NOTE: MAKE SURE THAT YOU SET THE MORPH TO "0" BEFORE YOU LAUNCH FACEAGE.

1. Launch FaceAge, name your new morph like "OldAngie"
2. Proceed to move dots as described in Chapter 1 above.



3. Proceed to apply one of the sliders (like Age).
4. When finished click "OK".
5. You will be back in DAZ Studio with the morph applied 70%

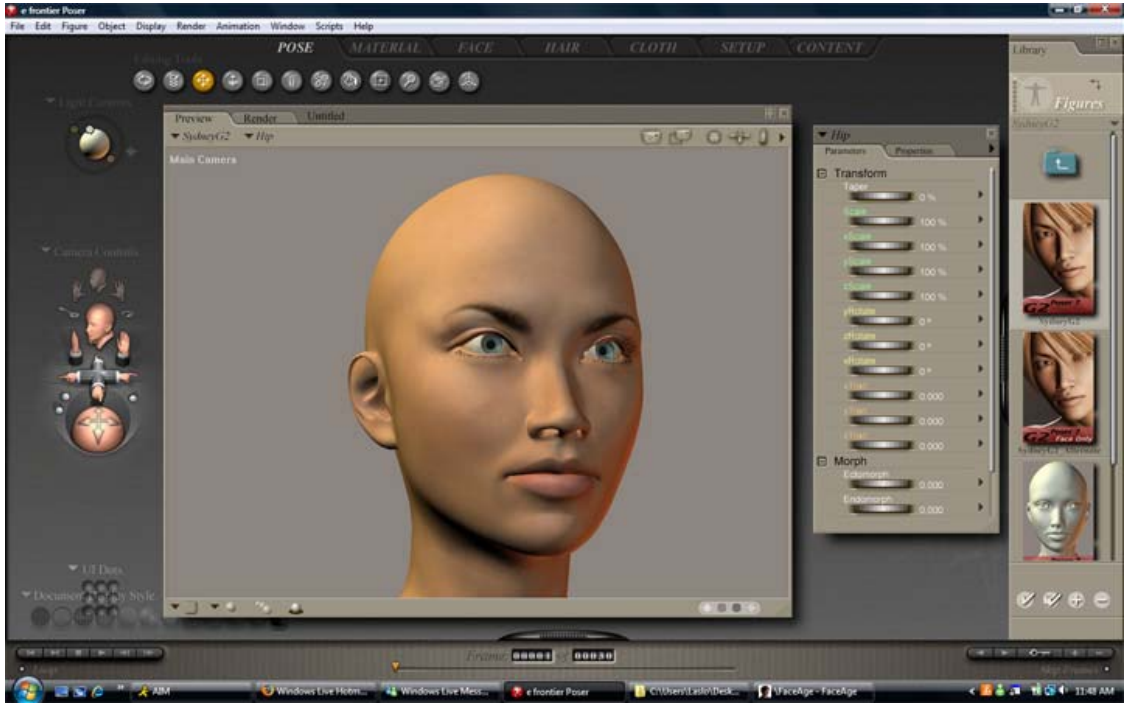


4 Using FaceAge Standalone

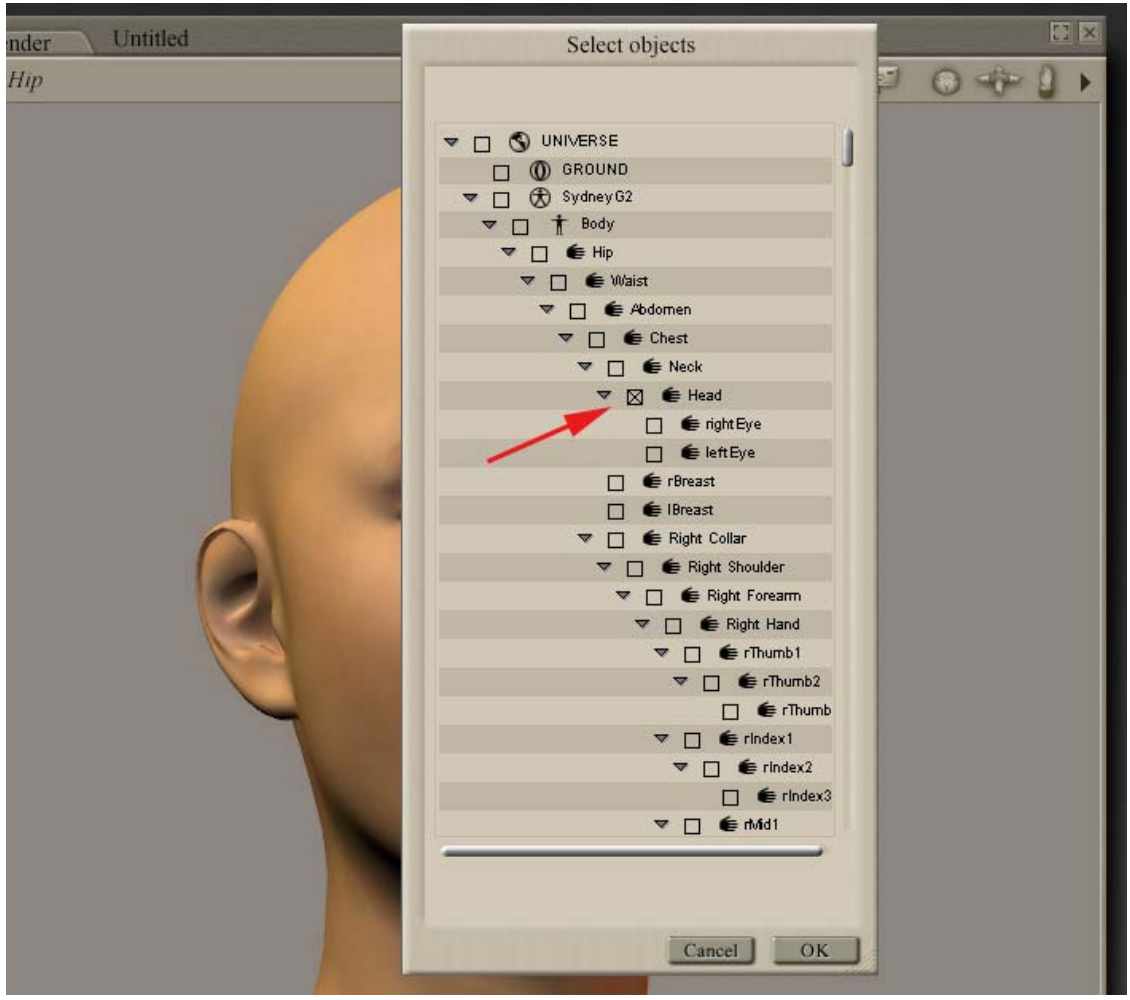
When using Poser, 3D Studio Max, Maya, etc. you may use FaceAge with these apps.

Let's see an example of using FaceAge with Poser.

1. Open a figure in Poser (here Sydney)



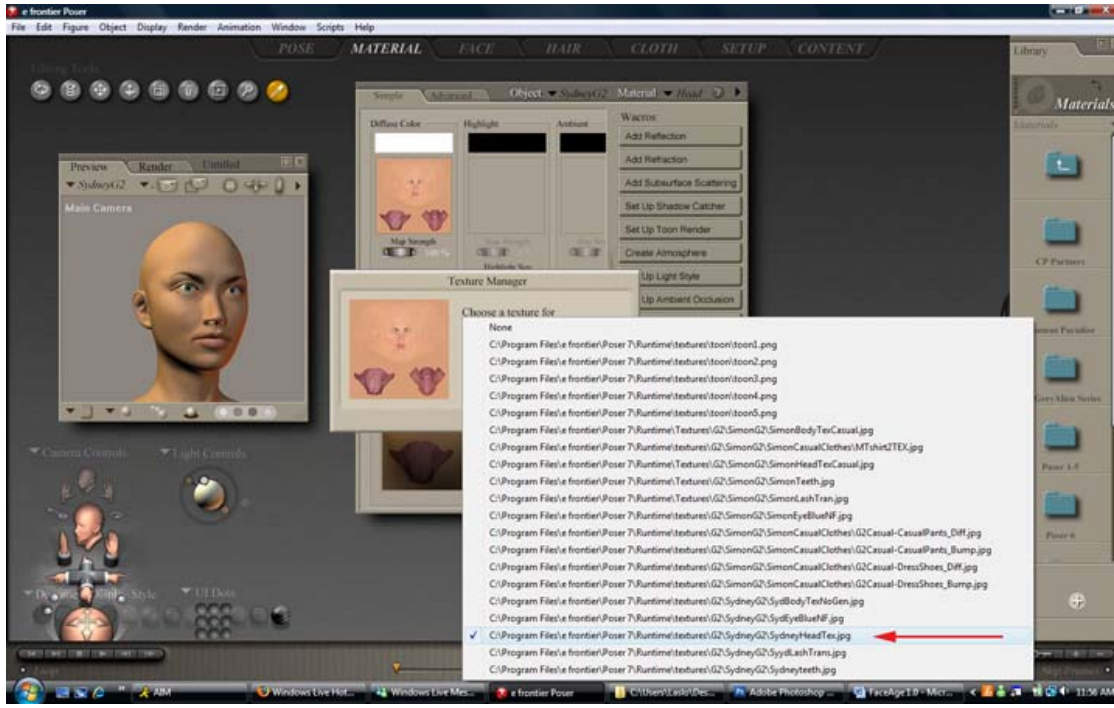
2. Export head as Sydney to a folder that you will use to collect Sydney textures and morphs.



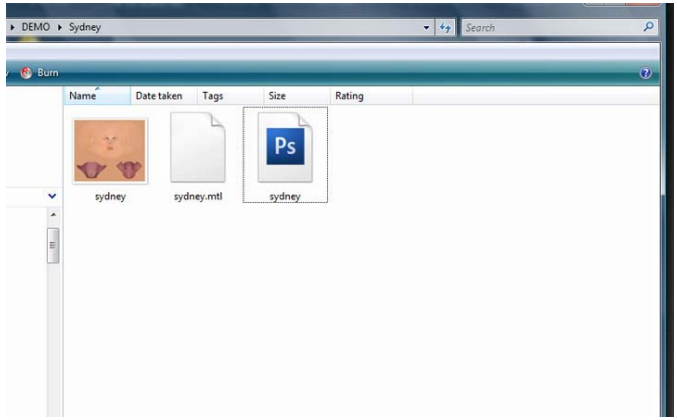
NOTE: MAKE SURE YOU UNCHECK EVERYTHING BUT THE HEAD BEFORE EXPORTING AS AN OBJ FILE.

3. Find and copy the texture file into the new folder.

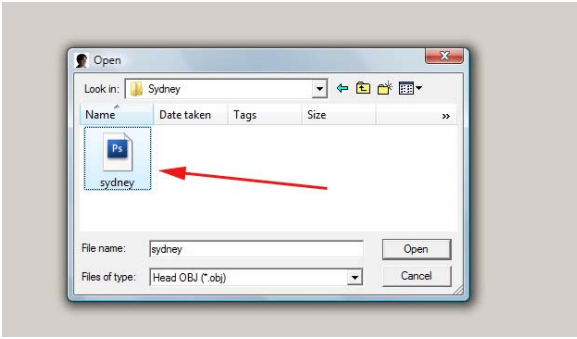
NOTE: IT IS VERY IMPORTANT THAT ALL FILES (OBJ AND TEXTURE) ARE IN THE SAME FOLDER.



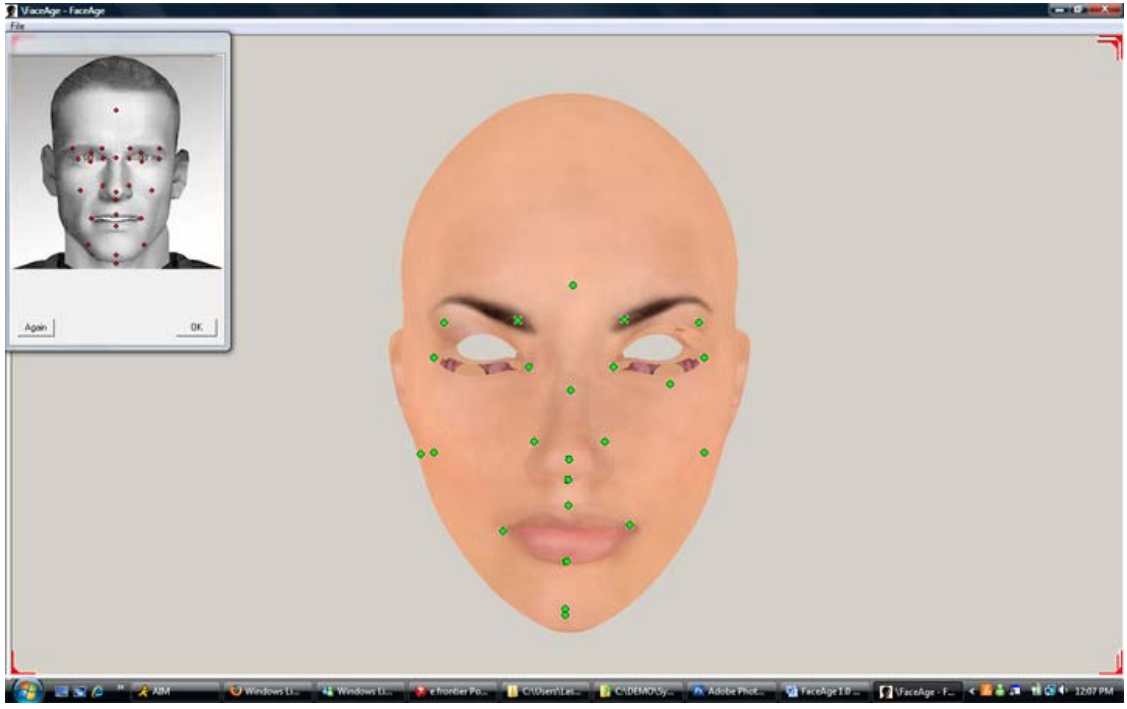
4. Rename the copy of the texture file to the same name as the obj (here "sydney).



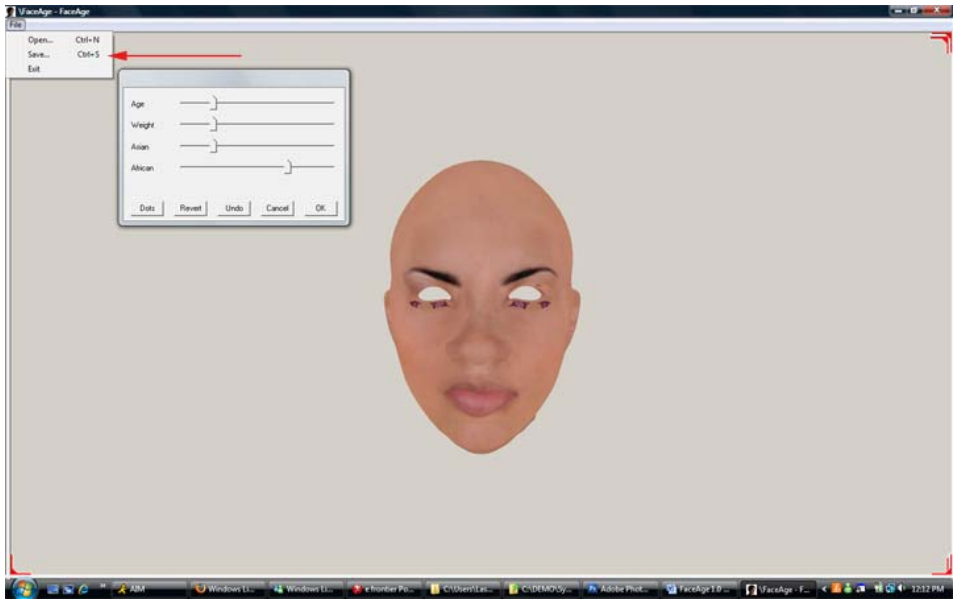
5. Launch FaceAge Standalone.
6. In FaceAge select the OBJ called “Sydney”.



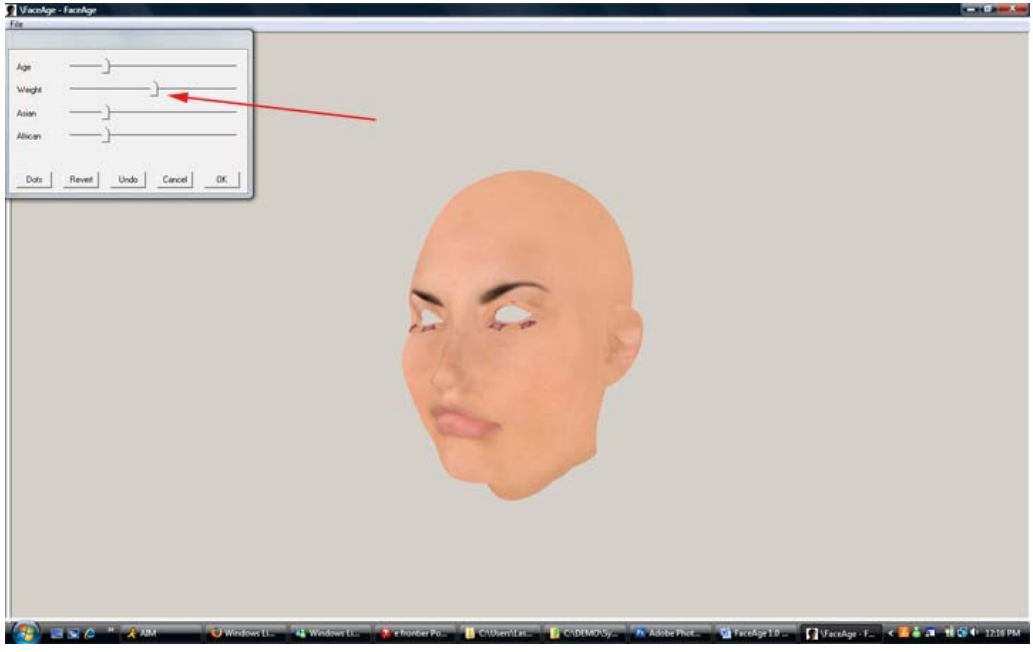
7. From here on follow the FaceAge steps as shown in Chapter 1.



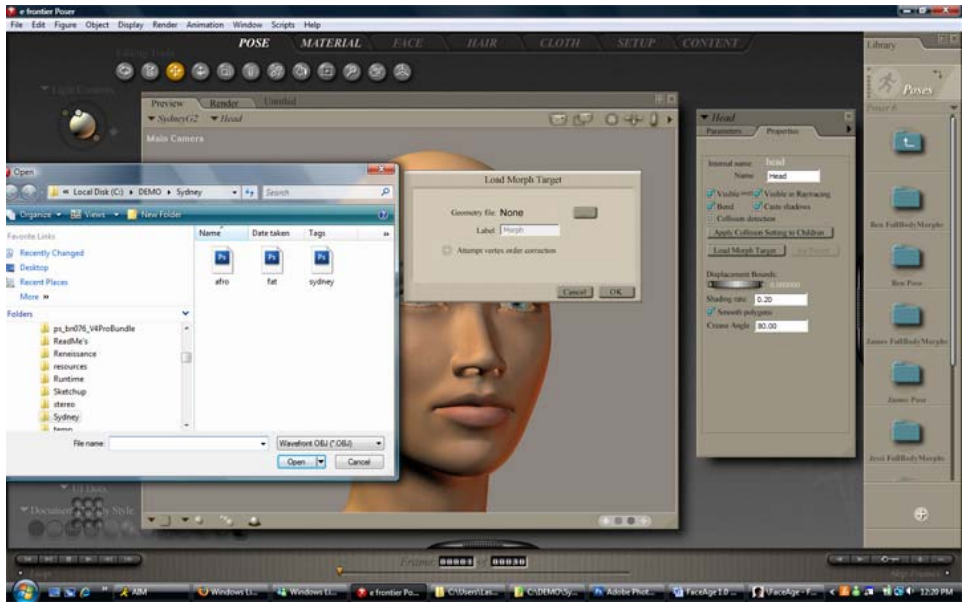
8. Once you performed one morph, go to File/Save and save this morph (here “afro”)



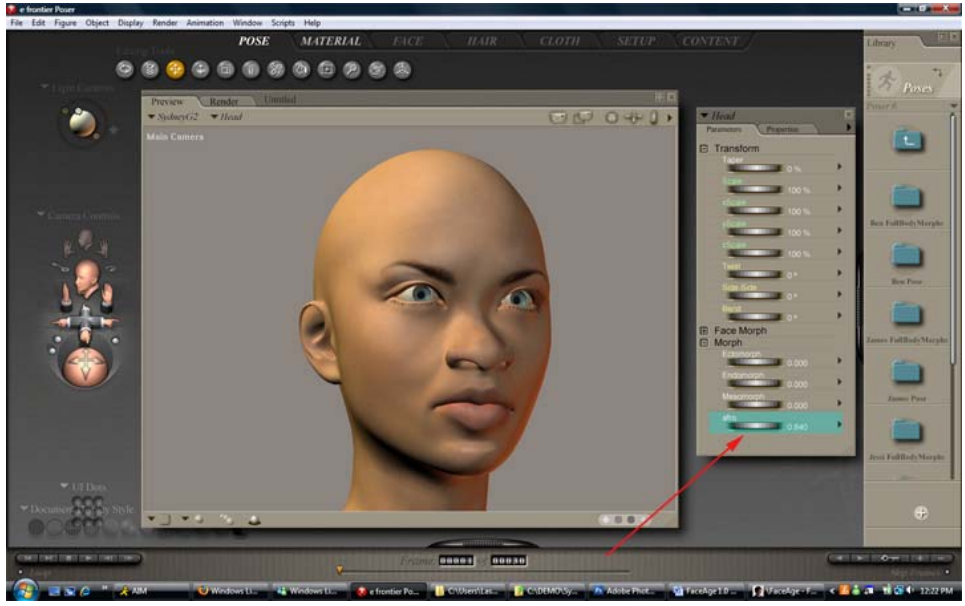
9. You can now use the "Undo" button to restore the head to its original shape and do another morph (here "weight"). Save this under another name (here "fat")



10. Now back in Poser you can use the Morph Loader to load in your morphs.



10. Use the Morph dial to dial in the amount best suited for your purposes

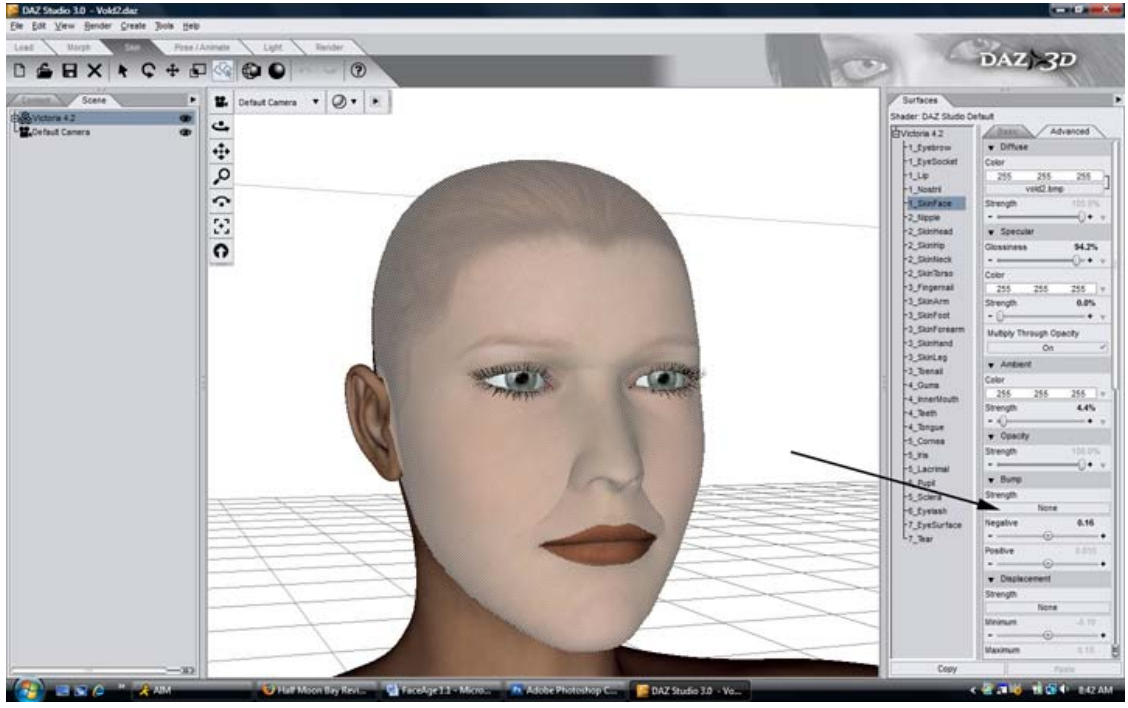


5 Using BumpMaps

When operating the "Age" slider, FaceAge also saves a BumpMapfor wrinkles.

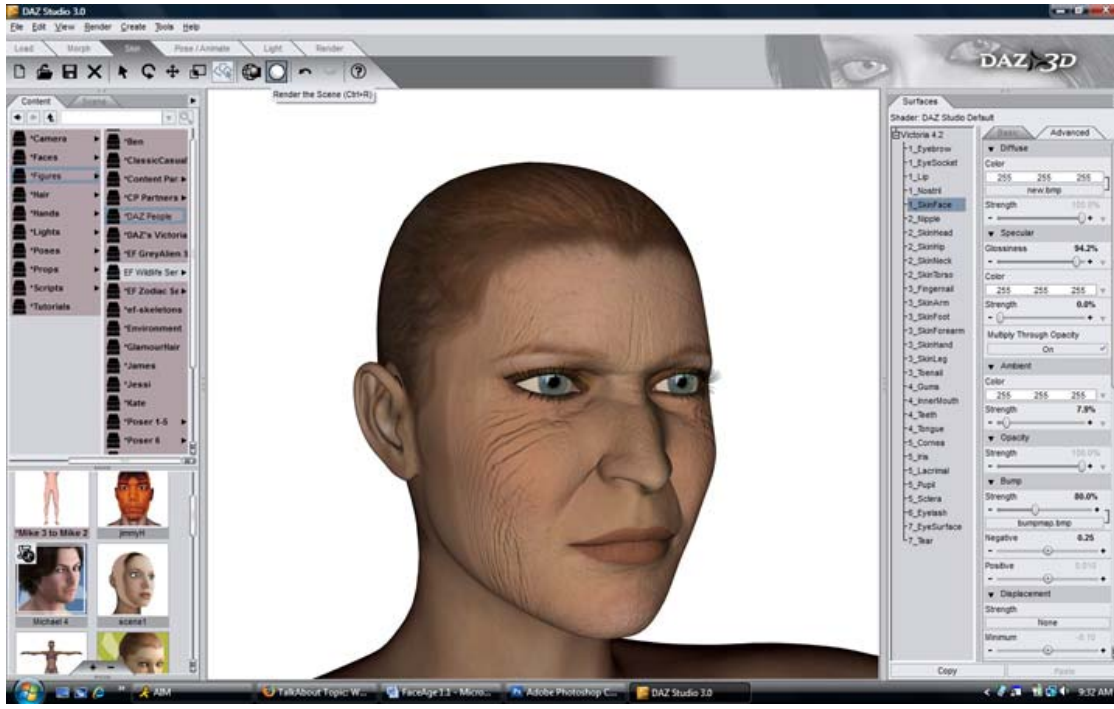
How to apply BumpMap in DAZ Studio 3?

1. Go to the "Skin" tab and "Advanced"
2. Select the Head texture.



3. Browse for bumpmap.jpg in the same folder as the OBJ (Resources/FaceAge/bumpmap.jpg)
4. Open bummap.jpg

5. Set Strength at 80% and Negative to 0.25.
6. Render



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